

A full-page background image of Napoleon Bonaparte in his imperial regalia. He is seated on an ornate golden throne, wearing a white ermine-trimmed cape over a red velvet robe. He holds a scepter in his right hand and a sword in his left. The background is dark and ornate.

# *Napoléon I*

*by Tootall &  
Knighttime*

*Readme: the official guide to the ToTTP & Lua Napoleon.scn*

*"My power depends on my glory and my glories on the victories I have won. My power will fail if I do not feed it on new glories and new victories. Conquest has made me what I am and only conquest can enable me to hold my position".*

***Napoléon Bonaparte***

**The Battle of Austerlitz**, also known as the Battle of the Three Emperors, was one of Napoleon's greatest victories, where the French Empire effectively crushed the Third Coalition. On 2 December 1805 (20 November Old Style, 11 Frimaire An XIV, in the French Republican Calendar), a French army, commanded by Emperor Napoleon I, decisively



*Napoleon with his troops on the eve of battle.*  
Painting by [Louis-François, Baron Lejeune](#)

defeated a Russo-Austrian army, commanded by Tsar Alexander I and Holy Roman Emperor Francis II, after nearly nine hours of difficult fighting. The battle took place near Austerlitz (Slavkov u Brna) about 10 km (6.2 mi) south-east of Brno in Moravia, at that time in the Austrian Empire (present day Czech Republic). The battle is often regarded as a tactical masterpiece.

The French victory at Austerlitz effectively brought the Third Coalition to an end. On 26 December 1805, Austria and France signed the Treaty of Pressburg, which took Austria out of the war, reinforced the earlier treaties of Campo Formio and Lunéville, made

Austria cede land to Napoleon's German allies, and imposed an indemnity of 40 million francs on the defeated Habsburgs. Russian troops were allowed to head back to home soil. Victory at Austerlitz also permitted the creation of the Confederation of the Rhine, a collection of German states intended as a buffer zone between France and central Europe.

In early 1806, the Holy Roman Empire ceased to exist when Holy Roman Emperor Francis II kept Francis I of Austria as his only official title.

These achievements, however, did not establish a lasting peace on the continent. Prussian worries about growing French influence in Central Europe would spark the next War of the Fourth Coalition in the fall of 1806.

## Table of contents

1.	Scenario name and author
2.	Before installation
3.	Installation instructions
4.	Victory Conditions
5.	Scenario Parameters
6.	House Rules
7.	Major Game Concepts
8.	Designer's Notes
9.	Credits / Thanks / References
A.	Appendix A: Game Units
B.	Appendix B: City Improvements and Wonders
C.	Appendix C: Special Buildings
D.	Appendix D: Coalition Wars and Game Legends

### 1. Scenario Name and Author

*"Napoléon"* by Tootall (designer) and Knighttime (lua programmer)



*"At the gates of Wien during the War of the 3<sup>rd</sup> Coalition."*

## 2. Before Installation

This is a Civilization Test of Time scenario designed to be played with TOTTP version 0.15.1 and Lua and as such requires the following:

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.
2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: <http://forums.civfanatics.com/downloads.php?do=file&id=59>  
**Note:** For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, you may use the "CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. You **must** install version 0.15.1 of the Test of Time Project by TheNamelessOne. You may download it here <https://forums.civfanatics.com/threads/the-test-of-time-patch-project.517282/page-47#post-15089974>
4. **VERY IMPORTANT:** You **must** install the **lua** folder, which is included in the v 0.15.1 ZIP file (and which includes the civlua.lua, functions.lua and init.lua files), in the root directory of your Civilization Test of Time folder
5. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers.
6. **Optional - Catfish's Rusted Skin Set for Test of Time:** For those who are interested, I'm using Catfish's rusted city skin graphics for my scenario. It's very easy to install and can be downloaded from his website here [http://users.tpg.com.au/jpwbeest/jp\\_miscgraphics.htm](http://users.tpg.com.au/jpwbeest/jp_miscgraphics.htm).

## 3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, unzip ALL the files you've downloaded into the newly created Napoleon folder.
3. To install sound, create a folder called Sound in your new Napoleon folder. Extract all the sound files into the Sound folder.
4. **VERY IMPORTANT - this game is designed to be played as France only.**
5. **VERY IMPORTANT - you must run the "Napoleon\_ONE.bat" batch file, and select option #1 before you begin the game!**

## 4. Victory Conditions

There are a number of ways for the French player to win or lose the game. You can win a marginal or decisive victory if you control 10 or 11 objective cities, respectively, or you can suffer an automatic decisive defeat if either:

- Paris is captured by the Coalition, or
- Napoléon is killed a second time in battle.

## 5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all ground units: Mountain and Impassable..
2. Government switching has been disabled.
3. You cannot obtain technologies by conquest.
4. There is no pollution.

## 6. House Rules

There are eight house rules in this scenario that the human player should adhere to:

1. Firstly, changing city names is not permissible. A number of events apply to specific cities and altering names will render them inactive.
2. Secondly, it is forbidden to build new roads or upgrade to cobbled roads on the 'European' map.
3. Thirdly, given the limited time frame of the scenario, ten years, the building of new cities with your "*Sapeurs*" is prohibited.
4. Fourthly, French "*Sapeurs*" may **only** be used to build Siege Works (aka Airbases) tile improvements
5. Fifthly, pillaging of rural roads and cobbled roads is prohibited.
6. Sixthly, it is **STRICTLY** forbidden to re-home any of your French minor power units. They must remain homed to the cities the event file assigned them to.
7. Seventhly, the **ONLY** production that is **EVER** allowed for the cities on the 'European Powers' map is the '**(Money Market)**' improvement.
8. Eighthly, it is equally forbidden from reassigning the citizens of your cities on the 'European Powers' map to other tiles than the ones they start the scenario in, nor is it permitted to assign them as entertainers (see Major Game Concept #17).

## 7. Major Game Concepts

There are several game concepts you should be aware of before playing the game:

1. *Maps*. There are two maps in the game: **European** and **European Powers**.  
The **European** map is where the war between the belligerents takes place. It is where all the Coalition and French units get built. The **European Powers** map is where the French Minor ally unit reinforcements and replacements typically arrive.
2. *Belligerents*. There are seven powers in the scenario that can, at any given time, be either part of the anti-French Coalition, the pro-French camp or neutral:  
**France** is the protagonist in the game and in addition to controlling its own territory and armed forces, is eligible to recruit various minor powers into its camp provided it fulfills certain conditions.  
**The Kingdom of Spain** begins the game as an ally of France but is not itself controlled by the French player. It is a very tenuous alliance, which is subject to change if the French player doesn't achieve certain objectives by the beginning of the year 1808.

**The Coalition Powers** includes the Empire of Austria, England, the Kingdom of Prussia and the Empire of Russia. These powers are dedicated to the overthrow of Napoléon and will never go to war against one and other.

During the various Coalition wars that will occur during the game France will be presented with different options, depending on the powers in question, in terms of defeating them, i.e. either to force a peace treaty or to subdue them (see **D. Appendix: Coalition Wars and Game Legend**).

England will always remain at war with France. The only manner in which this may change is if you are able to subdue it.

**The Ottoman Sultanate** begins the game at war with England and may declare war on Russia early on. Only France may decide to go to war with the Sultanate (not the other way around) but only after meeting some prerequisite conditions.

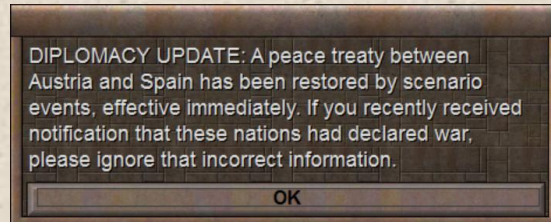


3. *Diplomacy*. The belligerents in the game can be in one of two states; either at peace or at war. All the relationship between the powers are meticulously tracked and governed by the event file.

Should the AI attempt to commit a diplomatic action that doesn't correspond to the current state of relationship between two powers, then the lua code will either correct this transgression and reset it either immediately when the relation is between two AI tribes or when you select your next unit when dealing with relations between France and an AI tribe,.



If and when this occurs, you will see the following DIPLOMACY UPDATE pop up message advising you that the event file has reestablished the proper state between the powers:

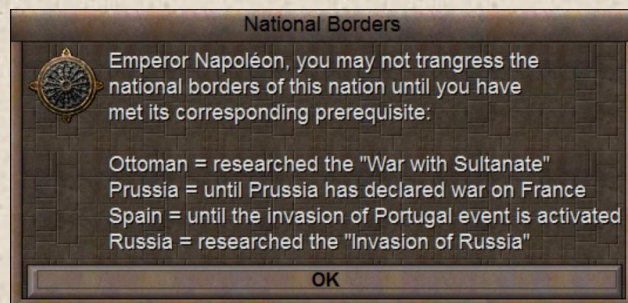


4. *Borders*. The game begins with a series of *Border* tile units placed along the national borders of



Spain, the Ottoman Sultanate, Prussia and Russia. The border tiles aren't visible until you move next to them. As such, each nation has its own "set" of *Border* units which are essentially designed to prevent the French player from crossing into their national territories until after some basic prerequisite has been met.

Should you attempt to "attack" these *Border* units, the following message box will appear advising you what are each powers corresponding prerequisite:



Once the prerequisite for a particular power is met, the event file will automatically delete the *Border* units of that particular power, thereby allowing you to enter its territory.

5. *Hex and unit size*. Each hex represents roughly 21 miles. Each ground unit is the equivalent a division of 5,000 men. Each naval unit represents between 5 to 10 ships.
6. *'City population loss'*. The scenario takes full advantage of TOTPP's *'City population loss'* feature which determines whether a city suffers population loss after a successful attack/capture. The value for both parameters is set to 2 whereby a city will lose one population when captured.
7. *'Improvement flags'*. The scenario takes full advantage of TOTPP's *'Improvement flags'* feature which prevents the selling and/or destruction of specific city improvements.

8. *'No Stack Kills'*. The scenario takes full advantage of TOTPP's 'No Stack Kills' feature which prevents the destruction of an entire stack of units when one of its units is killed by an enemy attack.
9. *Road, Rail and River movement factors*. The scenario takes full advantage of TOTPP's 'Movement Multipliers' feature, thus the rural road movement multiplier is x3, the cobbled roads (aka railroad) multiplier is x4 and the river movement multiplier is nil (units pay the cost of the underlying terrain) during summer turns. The values are x2 and x3 during winter.
10. *Extra Unit Types*: The scenario takes full advantage of TOTPP's 'Extra Unit Types' feature, which increases the maximum number of units from 80 to 127. As such, you will notice that there are 5 extra rows of units on the unit grid (rows 10 to 14).

#### 11. Munitions Generation and End of Turn Deletion.



The following French artillery and naval units have the ability to generate munition type units when they are active by pressing on the "k" key.

FRENCH ARTILLERY MUNITIONS GENERATION <sup>4</sup>			
Artillery Unit	Cost in MP's <sup>1</sup>	Cost in Francs <sup>2</sup>	Generates
Art. à Cheval	1 MP per shell	3 Francs per shell	6 pdr Shells
Art. à pied 8lb	1 MP per shell	4 Francs per shell	8 pdr Shells
Art. à pied 12lb	1 MP per shell	6 Francs per shell	12 pdr Shells
Mortier de 12po. <sup>3</sup>	All MP's per shell	9 Francs per shell	Mortar Shells

FRENCH NAVAL MUNITIONS GENERATION <sup>4</sup>			
Naval Unit	Cost in MP's <sup>1</sup>	Cost in Francs <sup>2</sup>	Generates
Trois-ponts	Half MP's per shell	6 Francs per shell	Naval Shells
Deux-ponts	All MP's per shell	6 Francs per shell	Naval Shells
Frégate	All MP's per shell	6 Francs per shell	Naval Shells
Bombarde	Half MP's per shell	9 Francs per shell	Bombard Shells

1. As long as you have at least a fraction of a movement point remaining, and the necessary funds, you should be able to generate at least one munition per artillery/naval unit.
2. If you do not have the minimum amount of funds required in your national treasury, you will not be able to generate any munitions units.
3. *Mortier de 12po.* units may only generate Mortar Shells if they are located on a tile that contains a Siege Works, which can only be built by French *Sapeurs* units.
4. All French artillery and naval munitions, save for Mortar Shells, that are unused at the end of a turn are automatically eliminated.

12. *Leader Attack Bonuses*. The following French leaders provide a specific bonus to units that are attacking out of the same tile they are currently occupying:

FRENCH LEADER BONUSES <sup>1</sup>	
Leader	Description
Napoléon I <sup>3, 5</sup>	50% attack bonus to all infantry, shells <sup>2</sup> and mortar shell <sup>4</sup> units
Davout <sup>5</sup>	20% attack bonus to all infantry and shells <sup>2</sup> units
Lannes <sup>5</sup>	30% attack bonus to all infantry and shells <sup>2</sup> and mortar shell <sup>4</sup> units
Murat <sup>5</sup>	30% attack bonus to all <i>cavalry</i> units
Soult <sup>5</sup>	20% attack bonus to all infantry and shells <sup>2</sup> units

1. Leader bonuses are not cumulative. If more than one leader is present in the same tile, it's only the largest applicable bonus that will be applied
2. Shells means 6, 8 and 12 pdr Shells
3. Napoléon's leader attack bonus is reduced to 40% if the French player has followed through with the diplomatic marriage to Austria's Marie-Louise (see Game Concept #14).
4. Both Napoléon and Lannes have a grey dot on their unit icons to indicate that their leader bonus applies to mortar shells as well.
5. There's always a 1 in 3 chance that when a French leader's unit is attacked by an enemy unit that he may be killed and therefore permanently remove from play. Otherwise, he will be considered wounded and placed on the Paris replacement track on the **European Powers** map to recuperate (Exception: see Napoléon **Game Concept #14**).

The following table outlines what the leader bonuses translate to in terms of modified attack factors:

French Leader Attack Bonus Table				
Base AF	Modified Attack Factor (AF) Values			
	20%	30%	40%	50%
3	4	4	4	5
4	5	5	6	6
5	6	7	7	8
6	7	8	9	9
7	8	9	10	11
8	10	10	12	12
9	11	12	13	14
10	12	13	15	15
11	13	14	15	17

For example, an *Infanterie Légère* unit stacked with the leader *Napoléon* would see its base attack factor of 6 boosted to 9 when attacking ( $6 \times 50\% = 3$  (bonus) + 6 (base AF) = 9). You can always verify if the leader bonus has been added to a unit by checking its Attack Strength statistics in the Military Units section of the Civopedia prior to attacking.



The 'Infanterie Légère' base Attack Strength before any modification is equal to 6



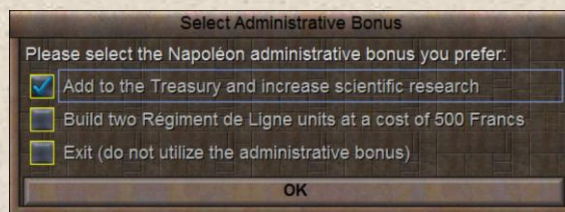
The 'Infanterie Légère' base Attack Strength is increased to 9 after Napoléon's 50% leader bonus is applied

For the eligible leader bonuses to properly apply you need simply follow these directions:

- If the unit starts and attacks from the same non-city tile as a leader, it will get the bonus provided it is eligible.
- If the unit moves to a non-city tile that contains a leader, you must then click on the terrain tile and then reselect the unit before attacking for the eligible bonus to take effect.
- If the unit starts in the same non-city tile as a leader but moves to a different tile without a leader it will still benefit from the leader bonus provided you don't reselect the tile before attacking, otherwise you will lose the added attack bonus.
- If the unit starts or moves to a city tile that contains a leader, you must wait for the game to cycle to that unit for the bonus to take effect (it's a minor inconvenience for certain, but apparently the only way the game mechanics will add the bonus).

13. *Leader Administrative Bonuses.* In addition to his battlefield leadership qualities, the Emperor was also an excellent administrator, legislator and military organizer.

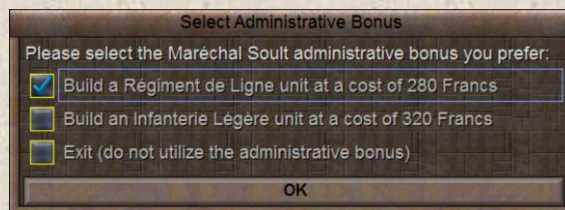
As such, whenever *Napoléon* is in Paris, you may opt to either generate an extra 200 Francs for the treasury and add 100 science beakers to the current research project, or recruit 2 new veteran *Régiment de Ligne* units by pressing once on the "k" key.



The following French leaders also possess administrative bonuses:

Whenever *Murat* is located in Hanover, after it's been "liberated" by France, he may purchase either one *Cuirassiers* or *Lanciers* cavalry unit per turn by pressing once on the "k" key.

Whenever *Davout*, *Lannes* or *Soult* are located in Strasbourg or Toulouse they may each purchase either one *Régiment de Ligne* or one *Infanterie Légère* infantry unit per turn by pressing once on the "k" key.



Be aware that you may only benefit from these administrative bonuses once per turn per leader.

14. *Napoléon I and Diplomatic Marriage to Marie-Louise.* As it may have become apparent by now, *Napoléon* is undoubtedly the most powerful unit in the entire game, and you will find you often have to make a difficult choice between using his incredible leadership skills on the battlefield or sending him back to Paris to either replenish your treasury or have a recruitment drive.



In addition, if you are able to successfully defeat Austria in the War of the 5<sup>th</sup> Coalition, you will be presented with a choice to propose a diplomatic marriage with that nation, though you will need to divorce the current Empress Joséphine first.

The advantage to this is that if you proceed with the marriage to Marie-Louise and also manage to subdue either England or Russia, Austria will remain at peace with France for the remainder of the war.

On the other hand, the marriage will see a reduction in both the Emperor's combat bonus, from 50 to 40%, and see his treasury and science drives reduced to 150 Francs and 50 beakers respectively, regardless of whether you are successful in your bid to keep Austria out of future wars.

**VERY IMPORTANT:** Napoléon only has two lives in the scenario. If he's killed a first time by an enemy unit, he is considered wounded and will be placed on the Paris replacement track on the 'European Powers' map to recuperate. If he's killed a second time the game will end and you will be considered to have suffered a **Decisive Defeat**.

15. *Special City Improvement Unit Building requirements.* The French player is limited to building his French ground or naval units in French cities that have prepositioned special city improvement buildings in them (see **Appendix C: Special Buildings**). These cities are all located within the boundaries of the Empire of France.

Furthermore, the French player is limited in the type of unit they may build in a city by the type of the special city improvement building that is in it. For example, a city that only contains a *Constabulary* may only build *Gendarmes* units. Some units require two special buildings to be built, like the *Art. à Cheval* unit which requires both a *Cannon Foundry* and a *Stables*.

It's not possible for France to build any additional special buildings during the scenario, save the *Siege Workshop*, which can be built after discovering the "*Siege Warfare*" advance. It must be built in a city that already contains either a Canon Foundry to build a *Mortier de 12 po.* unit or a Dockyard to build a *Bombarde* vessel to be functional. As such, most cities under French control during the game will only be able to build either city or the *Money Market* (aka Capitalization) improvements.

16. *French Minor Powers.* There are a certain number of minor powers that either begin or can join the French camp during the game. Whenever this occurs the city and units of that minor power are added to the pro-France camp.



The Batavian Republic, the kingdom of Italy and Switzerland begin the scenario as allies of France. During the game, the French player may recruit the Confederation of the Rhine, the kingdom of Denmark, the kingdom of Naples and the Duchy of

Warsaw into its rank provided you fulfill those minor powers recruitment prerequisites

The French player does not build French Minor power units; rather they are received as reinforcements or as replacements. Some reinforcements arrive on the turn the minor power is activated, whereas some additional reinforcements may arrive as part of the yearly recruitment drive that occurs every April. Do not underestimate the importance of these minor powers for their combined combat units can account for up to 50% of France's total infantry forces in the later stages of the war.

Whenever a minor power unit is eliminated in combat, it is placed on that power's replacement track on the **European Powers** map and may to return to the **European** map only once it moves to its corresponding minor power Transit Point tile (see **Major Concepts #17** and **18**).

As per House Rule #6, it is strictly forbidden to re-home any minor power units during the game. All French minor power units can be identified by the blue dot on their unit icon. Each minor power has a maximum number of units that may join the French war effort:

FRENCH MINOR POWERS					
Power	Infantry	Cavalry	Power	Infantry	Cavalry
Denmark <sup>1</sup>	5	1	German Minor States <sup>2</sup>		
Dutch	6	2	Bavaria	5	2
Duchy of Warsaw	7	3	Rhineland	6	-
Italy	6	2	Westphalia	3	1
Naples	7	-	Württemberg	4	-
Switzerland	4	-			

1. On the turn of activation, Denmark provides a onetime naval reinforcement of 1 *Deux-ponts* and 1 *Frégate*
2. These minor powers are part of the Confederation of the Rhine

Under the proper circumstances, French Minor Powers may be deactivated by the anti-French camp. Whenever this occurs all the combat units and home city, situated on the **European Powers** map, of the minor will be permanently disbanded (exception: the kingdom of Italy and Polish units that that are still active on the **European** map never get disbanded, hence the little French flag on their units).

17. **European Powers map.** The '**European Powers**' map plays a important role in the scenario as it is where all the French Minor Power reinforcement and replacements are managed by the event file. It is also the mechanism that allows the event file to control the removal of these same units should the right conditions prevail.



Bavarian Minor Power city prior to Supply Train terrain tile addition



Bavarian Minor Power city with Supply Train tile added

As the Minor reinforcements arrive in the game, as per the event file, they get automatically assigned (homed) to their specific cities. Whenever required, the event file also adds a Supply Train tile to a minor city when it is needed to support the additional reinforcements.



*Citizen prepositioned next to Minor Power city*

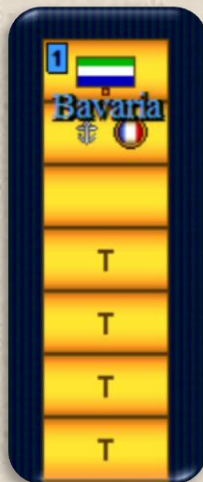


*Supply Train added to prepositioned citizen tile*

By adding the Supply Train tile, the event file ensures that the units of that Minor power are fully supported by their respective city, hence the reason for House Rule # 6 which prohibits the repositioning of the citizens on the '**European Powers**' map.

Note that the player does **NOT** manage any of these activities; it is all done by the event file. This section is included so that you may understand the underlying mechanism in play.

18. **Replacement tracks.** There are a number of replacement tracks located on the '**European Powers**' map.



Whenever a Garde Impériale, Grenadier à Cheval, Hussars, French leader or French Minor Power unit is eliminated in combat, the event file will regenerate, whenever appropriate, the unit on the turn it is eliminated, on one of the training (T) tiles of one of the tracks located on the '**European Powers**' map. The French Minor Power units, except for the Kingdom of Italy and Duchy of Warsaw, will also **automatically** get homed to their appropriate cities.

Each training tile costs 5 movement points to move along, which means no unit placed on the tracks may move more than one tile per turn, when moving to another training tile. This is done to reflect the time it takes to train a new unit to replace the one lost.

On what training tile along the track a unit will be placed on depends on the unit type, i.e. a cavalry unit, which takes longer to rebuild and train will be placed further back along the track than a regular infantry unit.

When the unit starts the turn on the last training tile of its replacement track you will want to move it to a transit base tile (identifiable by the anchor symbols and circular French flag) so you can deploy it to the **European** map. This can be done by moving the unit past the 'Supply Column' tiles situated on the '**European Powers**' map.

The 'Supply column' tiles cost 0 MP and therefore allow units to easily move to the respective transit points, where the player can use the hotkey '**N**' to move the unit to the '**European**' map.

19. *Summer and Winter Season.* Every month of November, the event file will automatically replace the terrain graphics with their winter equivalents. In addition, the event file will also notify you that you must run a bat file. This is necessary to swap the rules.txt file, which will modify the movement costs per tile for some terrain types, decrease the rural road and cobbled road movement multipliers (aka roads/railroads), and reduced the movement allowance for naval units. In addition, the defense multiplier for some terrain types will also be affected.

Every month of April of the following year, the event file will swap the winter terrain for its summer equivalents and you will be asked once again to run the batch file to switch the rules file to its summer version.

**Designer's note:** *Though ToTPP and lua have added an incredible amount of new features, it's not currently able to handle the swapping of the rules file or the modifications of some of the game parameters, hence the reason why the usage of bat file is still required.*

20. *European Winter Attrition.* At the beginning of each winter turn any French land or naval unit, save leaders and *Train Militaire*, that is located outside of Russia that doesn't begin the turn in a city/port will be subject to winter attrition (this penalty does not apply in Temperate terrain).

The penalty for offending units can vary between 10 to 20% of their Hit Points. Units that have insufficient hit points to cover the loss will be eliminated.

**Only** France and its minor allies are subject to this European attrition.

21. *Russian Summer and Winter Attrition.* French ground units located within the borders of Russia are subject to both summer and winter attrition.

**Summer\*:** At the beginning of each summer turn any land unit, save leaders and *Train Militaire*, that is located inside Russia that doesn't begin the turn in a city will be subject to summer attrition.

The penalty for offending units can vary between 10 to 20% of their Hit Points. The units that have insufficient hit points to cover the loss will be eliminated.

**Winter:** At the beginning of each winter turn any land unit, save leaders and *Train Militaire*, that is located inside Russia will be subject to winter attrition, regardless of whether they are in a city tile or not.

The penalty for offending units can vary between 20 to 30% of their Hit Points (20 to 40% in city tiles). Units that have insufficient hit points to cover the loss will be eliminated.

**Only** France and its minor allies are subject to this Russian attrition.

**\* Designer's note:** *In addition to the alternating torrential rains and sweltering heat that typically affects Russia during the summer season, the Tsar ordered a scorched earth policy during France's invasion making the Grande Armée, which relied heavily on foraging during its campaigns, particularly susceptible to attrition.*

22. *Train Militaire.* After discovering the "Supply Logistics" advance, the French player will have the



ability to construct *Train Militaire* units in cities that contain both the *Recruitment Center* and *Stables* improvements.

The advantage of having these units is that any ground unit that is stacked with

them at the beginning of a turn may receive an additional healing bonus above and beyond the normal healing that occurs for units.

They are quite expensive to build and once built each unit cost the French treasury 15 Francs per turn to maintain. This cost is designed to represent the whole backend logistical infrastructure required to support these units.

Failure to have the sufficient funds, at the beginning of a turn, may see one or more of these units disbanded.

23. *Continental blockade, ports and British Coalition Aid.* There are 12 coastal cities on the **European** map that are considered as Continental Ports. They are easily identified by the purple label "Port" located next to their tile location. These ports serve two purposes:

- If France can capture 11 of 12 of these ports, it can impose the Continental Blockade event on England, which in game terms means the "British Trade" wonder (aka Adam Smith Trading Co.) becomes obsolete.
- Each port serves as a point of entry for British Coalition Aid for any Coalition power that is at war with France. Therefore, as long as England and a Coalition power are at war with France

and that power retains control of one of its Continental ports, Britain may provide that nation the "funds" to build extra reinforcements. Should that Coalition power lose control of its ports, it will no longer be eligible to receive these extra reinforcements even if it may be at war with France.



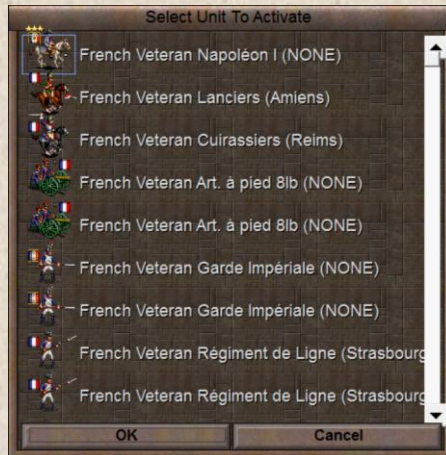
For example, Austria controls Venezia and Splitz at the beginning of the scenario. It will receive British aid as long as it is at war with France and controls at least one of the two ports. Should it lose both ports, the aid will cease until it is able to regain control of one of them.



*"Smolensk, a roadblock on the way to Moskva during the invasion of Russia."*

#### 24. **KNOWN ISSUES:**

**Unit selection scrollbar:** this function was implemented in ToTPP version 15.1. It adds a scrollbar to the activate unit dialog box, which makes it possible to select a unit beyond the 9th unit. Though a great new feature, which I always use, it remains a little temperamental.

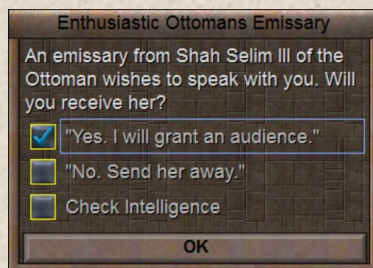


That is to say, sometimes, when there are more than a dozen units in a tile, trying to use the scrollbar to select a unit beyond the ninth unit may on occasion cause the game to crash.

As such, you should as a practice save the game before trying to access a unit in a tile with a large stack **OR** if you prefer to avoid the trouble disable the feature when first starting the ToTPP.exe.

**AI Emissaries:** we've strived in every possible manner to control the diplomatic relations between all the major powers through the event file. We've even set the onNegotiation function that allows the AI to speak to one and other to false.

Nevertheless, on a few rare occasions during testing, we have noticed that the AI was still able to send an Emissary:



Should this ever occur to you, you **MUST ALWAYS** decline any offer they propose and send them away at the first opportunity.

## 8. Designer's Notes

After Parmenion suggested to him after the Battle of Issus that he should accept Darius III of Persia's offer of an alliance, the hand of his daughter in marriage, and all of Minor Asia, saying "If I were Alexander, I would accept the terms", the king is said to have replied "And so indeed would I, if I were Parmenion. But I am Alexander, so I will send Darius a different answer." And he made answer to the Persian king that the earth could not tolerate two suns, nor Asia two kings.

In this regard, Napoléon Bonaparte and Alexander the Great were equally endowed with an unlimited faith in their destiny and ambition to establish a reign that would eclipse all others in the annals of history. Nothing less would suffice!

As most historians will tell you, the two greatest blunders that are associated with Napoleon's reign are his intervention in Spain and his disastrous campaign in Russia. A cautious player might attempt to avoid these situations, but just as Alexander was not Parmenion, the player pursuing this route would not be true to the game's historical protagonist. This is why the victory conditions in the scenario are so stringent and difficult to achieve. It's not enough for you, as Napoléon, to merely survive; you must establish an everlasting and glorious empire and to do so you must conquer and rule!

During my design process, I had a clear goal and vision of what I wanted the scenario to be. For one, I didn't want it to be a typical Civilization 2 conquest game, where the human player would attack one enemy nation, conquer its cities and use those same cities to build additional forces to attack the next target, until all its adversaries were defeated. Historically, Napoléon had to rely primarily on France's own manpower resources, alongside those of his minor power allies, in his bid to establish his rule over the continent.

In that sense, the Napoleonic era wars were nothing like the wars of conquest of the Romans or Mongols where the objective was the destruction of their foes. The European wars of the 18th and 19th century were more about establishing dominance through a series of treaties that were imposed on ones adversaries after successful military campaigns.

Napoléon defeated Austria twice during the period, imposing more or less stringent peace treaties on it each time, yet it never ceased to exist as a nation or a power that he didn't constantly have to account for in his geopolitical calculations. Therefore, I wanted to reproduce that historical reality in my design. As such, all the events that were incorporated into the scenario, from the city improvement prerequisites to the peace treaties, were geared towards achieving my goal and vision.

Finally, I strived in every possible way to reduce the administrative tasks for the player, and make the game as seamless as possible. As such, the player only needs to concentrate his efforts on the most important aspects of the game, i.e. making the difficult political and economic decisions and taking the fight to the enemy whenever and wherever possible.

In the end, I hope the scenario will prove to be challenging and fun for all players.

## 9. Credits

I would like to express a very special note of gratitude and thanks to my partner on this project, Knighttime, who so graciously offered his assistance those many months ago. His programming expertise and knowledge in lua made it possible to fully recreate the scenario as I envisioned it. His development of a solid diplomatic framework to control all the major power relationships, and thereby bypass the AI altogether, alone is worth its weight in gold. In the end, my only regret is that I didn't fully prepare him for the scale of the project he was embarking on, and therefore am extremely grateful for his patience, understanding and dedication on seeing it through to the end.

I would like to thank John Petroski and Grishnach not only for being the ground breakers in implementing lua in Test of Time scenarios and encouraging me to go that route, but also for allowing us to reuse many of their previously developed event concepts, such as the munitions generation, building prerequisites and leader administrative bonuses.

Of course, I would be remiss if I didn't thank TheNamelessOne once more. His "**Test Of Time Patch Project**" continues to infuse new life in an old but much beloved Civilization platform. I have to admit, I was weary at first on his plans to integrate lua into his project, but now I fully understand how visionary he was. Thank you!!

I would like to extend a special thanks to Fairline for his marvelous collection of Napoleonic era unit graphics. As usual, his artwork has provided the exact look and feel I wanted to implement for my scenario.

The scenario was largely inspired by the classic Avalon Hill boardgame "War and Peace" by the designer Mark McLaughlin and served as a fundamental research resource for my project.

As ever, I would like to extend a similar thanks to all the terrain graphic designers whose icons I'm using in my scenario.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

As always, I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers.

The map was my own creation. Any inaccuracies or design flaws are mine and mine alone.

To paraphrase another designer, "a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!"

*Tootall, November 2018*

**Napoleonic Europe 1799-1815 map credit (on page 6):**

<http://www.estarte.me/map-snap-europe.html/map-snap-europe-of-napoleon-1815-germany-1871-5>

**Read Me Front page photo credit:**

*“Napoleon I on His Imperial Throne” painted by Jean-Auguste-Dominique Ingres in 1806.*

The painting shows Napoleon as emperor, in the costume he wore for his coronation, seated on a circular-backed throne with armrests adorned with ivory balls. In his right hand he holds the sceptre of Charlemagne and in his left the hand of justice. On his head is a golden laurel wreath, similar to one worn by Caesar.

**Scenario Title image photo credit:**

*“Napoleon at the Battle of Wagram” painted by Horace Vernet in 1836.*

This famous canvas, commissioned in 1835 by Louis-Philippe I for his Musée historique de Versailles, was painted by Horace Vernet (1789-1863) and featured in the 1836 salon. In the painting, Napoleon is depicted on 6 July, 1809, at the Battle of Wagram, accompanied by the Duc d’Istrie (Jean-Baptiste Bessière, 1768-1813) who has been knocked down by an Austrian cannonball.

**Scenario Introductory text (Napoleon.txt):**













The first three paragraphs from the scenario introductory text come from the rules booklet of the Avalon Hill boardgame “War and Peace” by Mark G. McLaughlin, p. 20.





**Note:** This ReadMe file was created on Microsoft's Word 2007.

## A. Appendix: Game Units





### I. French Units -



#### Empire of France - Emperor Napoléon I

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Napoléon I	4	0	1	1	1	300	Provides 50% attack bonus to infantry, shells and mortars
	Davout	3	0	1	1	1	160	Provides 20% attack bonus to infantry and shells
	Lannes	3	0	1	1	1	200	Provides 30% attack bonus to infantry, shells and mortars
	Murat	4	0	1	1	1	200	Provides 30% attack bonus to cavalry units
	Soult	3	0	1	1	1	160	Provides 20% attack bonus to infantry and shells
	Grenadier à cheval	4	11	5	2	2	140	
	Garde Impériale	3	9	5	2	1	100	Ignores city walls
	Cuirassiers	4	8	4	2	1	120	
	Lanciers	5	9	2	1	2	100	Two space visibility
	Fusiliers	3	5	6	1	1	50	Ignores city walls Ignore zones of control x2 on defense versus cavalry
	Voltigeurs	3	6	3	1	1	60	Ignores city walls Ignore zones of control
	Carabiniers	3	7	3	1	1	70	Ignores city walls Ignore zones of control







	Gendarmes	2	3	2	1	1	30	Ignores city walls
	Garde Frontalier	0	1	1	1	1	10	
	Art. à pied 8lb	2	0	2	2	2	160	<i>Generates 8 pdr Shells</i>
	Art. à pied 12lb	2	0	3	2	2	240	<i>Generates 12 pdr Shells</i>
	Art. à Cheval	3	0	3	2	2	180	<i>Generates 6 pdr Shells</i>
	Mortier de 12po.	2	0	2	2	3	300	<i>Generates Mortar Shells</i>
	Hussards	4	0	3	2	1	60	Two space visibility Ignore zones of control Can spy on cities
	Sapeurs	2	0	2	2	1	300	Is <b>only</b> permitted to build the "Siege Works" tile improvement
	Train Militaire	2	0	1	1	1	300	<i>Heals units which are located in same tile</i>
	Plunder	2	0	1	1	1	200	<i>Disband in a city to get one time production boost</i>

### ***French Naval Units***

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Villeneuve	13	0	8	4	3	240	<i>Generates Naval Shells</i> Unit can spot submarines
	Trois-ponts	13	0	8	4	3	240	<i>Generates Naval Shells</i> Unit can spot submarines
	Deux-ponts	16	0	6	4	3	180	<i>Generates Naval Shells</i> Unit can spot submarines
	Frégate	19	0	4	3	2	120	<i>Generates Naval Shells</i> Unit can spot submarines





	Bombarde	10	0	2	2	3	180	<i>Generates Bombard Shells</i>
	Transport	16	0	2	2	1	120	Carries 4 units

### ***French Munitions***

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	6 pdr Shells	1	3	1	2	2	20	Ignores city walls Destroyed after attacking <i>Eliminated at end of turn</i>
	8 pdr Shells	1	4	1	2	2	20	Ignores city walls Destroyed after attacking <i>Eliminated at end of turn</i>
	12 pdr Shells	1	6	1	2	2	30	Ignores city walls Destroyed after attacking <i>Eliminated at end of turn</i>
	Naval Shells	1	6	1	2	2	20	Ignores city walls Destroyed after attacking <i>Eliminated at end of turn</i>
	Mortar Shells	1	6	1	2	3	40	Ignores city walls Destroyed after attacking
	Bombard Shells	1	6	1	2	3	40	Ignores city walls Destroyed after attacking <i>Eliminated at end of turn</i>

### ***French Minor Allies***








#### ***Baltic Minor States***

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Danish Infantry	3	4	5	1	1	50	Ignores city walls
	Danish Cavalry	4	7	3	2	1	80	
	Polish Infantry	3	6	3	1	1	50	Ignores city walls
	Polish Lancers	5	9	2	1	2	90	Two space visibility



### *Italian Minor States*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Italian Infantry	3	4	5	1	1	50	Ignores city walls
	Italian Cavalry	4	7	3	2	1	80	
	Neapolitan Infantry	3	4	5	1	1	50	Ignores city walls
	Swiss Infantry	3	4	5	1	1	50	Ignores city walls

### *German Minor States*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Bavarian Infantry	3	4	5	1	1	50	Ignores city walls
	Bavarian Cavalry	4	7	3	2	1	80	
	Rhine Infantry	3	4	5	1	1	50	Ignores city walls
	Westphalian Infantry	3	4	5	1	1	50	Ignores city walls
	Westphalian Cavalry	4	7	3	2	1	80	
	Württemberg Infantry	3	4	5	1	1	50	Ignores city walls

### *Western Minor States*










	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Dutch Infantry	3	4	5	1	1	50	Ignores city walls




Dutch Cavalry      4      7      3      2      1      80












## II. Coalition Power units

### Empire of Austria - Emperor Francis II

Unit	Move	Att.	Def.	HP	FP	Cost	Special
 Charles	3	9	5	4	3	200	Ignores city walls
 Schwarzenberg	3	9	5	4	3	200	Ignores city walls
 A. Line Infantry	3	4	5	1	1	40	Ignores city walls x2 on defense versus cavalry
 A. Light Infantry	3	5	3	1	1	50	Ignores city walls
 A. Landwehr	0	0	3	1	1	30	
 A. Kürassier	4	7	4	2	1	100	Ignores city walls
 A. Uhlans	5	8	2	1	2	80	Ignores city walls Two space visibility
 A. Foot Artillery	2	9	2	2	2	80	Ignores city walls
 A. Horse Artillery	3	8	3	2	2	80	Ignores city walls





### United Kingdom of Great Britain and Ireland - George III

Unit	Move	Att.	Def.	HP	FP	Cost	Special
 Wellington	3	9	6	5	4	240	Ignores city walls x2 on defense versus cavalry










	Moore	3	9	5	4	3	200	Ignores city walls Two space visibility
	Uxbridge	3	8	4	4	3	160	Ignores city walls Two space visibility
	K.G.L.	3	8	4	2	1	80	Ignores city walls
	Royal Marines	2	7	4	2	2	90	Ignores city walls Alpine (treats all squares as road)
	B. Line Infantry	3	5	6	1	1	50	Ignores city walls
	B. Light Infantry	3	6	3	1	1	60	Ignores city walls
	Dragoon Guards	4	8	4	2	1	120	Ignores city walls
	Light Dragoon	5	9	2	1	2	100	Ignores city walls Two space visibility
	B. Foot Artillery	2	10	2	2	2	100	Ignores city walls
	B. Horse Artillery	3	8	3	2	2	90	Ignores city walls
	Nelson	14	12	9	4	3	120	Submarine advantages/disadvantages Unit can spot submarines

### ***Ottoman Sultanate – Selim III***














	<b>Unit</b>	<b>Move</b>	<b>Att.</b>	<b>Def.</b>	<b>HP</b>	<b>FP</b>	<b>Cost</b>	<b>Special</b>
	O. Nezam-I Cedid	3	4	5	1	1	50	Ignores city walls
	O. Janissaries	3	5	3	1	1	40	Ignores city walls

	O. Provincial	3	3	2	1	1	30	Ignores city walls
	O. Mamluk Sipahi	4	7	4	2	1	100	Ignores city walls
	O. Yoruk	5	8	2	1	2	80	Ignores city walls Two space visibility
	O. Artillery	2	9	2	2	2	80	Ignores city walls



### *Kingdom of Prussia - Frederick Wilhelm III*









	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Blücher	3	9	5	4	3	200	Ignores city walls Two space visibility
	Yorck	3	8	4	4	3	160	Ignores city walls Two space visibility
	P. Line Infantry	3	4	5	1	1	40	Ignores city walls
	P. Light Infantry	3	5	3	1	1	50	Ignores city walls
	P. Landwehr	0	0	3	1	1	30	
	P. Kürassier	4	7	4	2	1	100	Ignores city walls
	P. Uhlans	5	8	2	1	2	80	Ignores city walls Two space visibility
	P. Foot Artillery	2	9	2	2	2	80	Ignores city walls
	P. Horse Artillery	3	8	3	2	2	80	Ignores city walls

## *Empire of All Russia – Alexander I*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Kutusov	3	10	5	4	4	240	Ignores city walls
	Bagration	3	9	5	4	3	200	Ignores city walls Two space visibility
	Barclay de Tolly	3	9	5	4	3	200	Ignores city walls Two space visibility
	Garde du Corps	4	10	4	2	2	140	Ignores city walls
	Life Guards	3	8	4	2	1	80	Ignores city walls
	R. Line Infantry	3	5	6	1	1	50	Ignores city walls
	R. Light Infantry	3	6	3	1	1	60	Ignores city walls
	R. Opolchenye	2	3	2	1	1	30	Ignores city walls
	R. Cuirassiers	4	8	4	2	1	120	Ignores city walls
	Don Cossack	3	9	2	1	2	100	Ignores city walls Two space visibility Alpine (treats all squares as road)
	R. Foot Artillery	2	10	2	2	2	100	Ignores city walls
	R. Horse Artillery	3	8	3	2	2	90	Ignores city walls

## *Kingdom of Spain - Ferdinand VII*

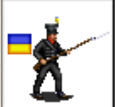
	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Cuesta	3	8	4	4	3	160	Ignores city walls Two space visibility

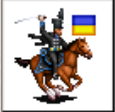







	Blake	3	8	4	4	3	160	Ignores city walls Two space visibility
	Papal Infantry	0	0	6	2	1	120	
	S. Line Infantry	3	4	5	1	1	40	Ignores city walls
	S. Light Infantry	3	5	3	1	1	50	Ignores city walls
	S. Militia	0	0	3	1	1	30	
	Guerrilla	1	0	3	2	1	30	Ignore zones of control Two space visibility Alpine (treats all squares as road)
	S. Line Cavalry	4	7	4	2	1	90	Ignores city walls
	S. Foot Artillery	2	9	2	2	2	70	Ignores city walls

### *Coalition Naval Units*





	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Three Decker	13	10	8	4	3	240	Unit can spot submarines
	Two Decker	16	6	6	4	3	180	Submarine advantages/disadvantages Unit can spot submarines
	Frigate	19	4	4	3	2	120	Two space visibility Submarine advantages/disadvantages Unit can spot submarines

### *Coalition Minor Powers*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Brunswick Infantry	3	4	5	1	1	50	Ignores city walls

	Brunswick Cavalry	4	7	3	2	1	80	Ignores city walls
	Portuguese Infantry	3	4	5	1	1	50	Ignores city walls
	Portuguese Cavalry	4	7	3	2	1	80	Ignores city walls
	Saxon Infantry	3	4	5	1	1	50	Ignores city walls
	Saxon Cavalry	4	7	3	2	1	80	Ignores city walls
	Sicilian Infantry	3	4	5	1	1	50	Ignores city walls
	Swedish Infantry	3	4	5	1	1	50	Ignores city walls
	Swedish Cavalry	4	7	3	2	1	80	Ignores city walls
















### *Miscellaneous units*



	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Major Fort	0	0	10	5	2	150	Two space visibility Unit can spot submarines
	Minor Fort	0	0	8	4	1	80	Two space visibility Unit can spot submarines
	Village	0	0	2	2	1	20	Two space visibility
	Border	0	0	1	2	1	10	French player may not move across border tiles

## B. Appendix: City Improvements and Wonders

### *City Improvement*











Icon	Name	Description	Cost	Up	Buildable
	Seat of Government (Palace)	The city with this improvement becomes the capital	100	0	Only at set up*
	Military Academy (Barracks)	City produces veteran ground units	40	1	Only at set up*
	Church (Temple)	One unhappy citizen becomes content	60	2	
	Marketplace (Marketplace)	Increase tax and luxury rate by 50%	140	1	
	School (Library)	Increase science rate by 50%	80	2	Only at set up*
	Courthouse (Courthouse)	Decrease corruption by 50%. Makes city more resistant to bribery	140	1	
	Fortifications (City Walls)	Defense of ground units in city are tripled	80	0	Only at set up*
	Sewer (Aqueduct)	Required for a city to grow beyond size 8	80	2	Only at set up*
	Bank (Bank)	Increase tax and luxury by a further 50%	200	3	
	Cathedral (Cathedral)	Makes 3 unhappy citizens content.	120	3	
	University (University)	Increase science by a further 50%	160	3	Only at set up*
	Recruitment Center (Mass Transit)	Eliminates pollution caused by population of the city	100	4	Only at set up* <b>SPECIAL BUILDING</b> See Appendix C
	Theater (Colosseum)	3 unhappy citizens are made content	100	4	

	Manufacture (Factory)	Increase production by 50%	200	4	
	Arsenal (Manufacturing Plant)	Increase production by 50%	240	6	
	Siege Workshop (SDI Defense)	Protects the city and the surrounding squares from nuclear attack	200	4	<b>SPECIAL BUILDING</b> See Appendix C
	Stables (Recycling Center)	Decreases pollution from production by 2/3	200	5	Only at set up* <b>SPECIAL BUILDING</b> See Appendix C
	Steam Engine (Power Plant)	Increases factory output by 50%	200	4	
	Water Wheel (Hydro Plant)	Increases factory output by 50%. Reduces factory pollution by 1/2.	160	3	
	Great Market (Stock Exchange)	Increase tax and luxury output by a further 50%	240	4	
	Hospital (Sewer System)	Required for a city to grow beyond size 12	120	2	Only at set up*
	Grain Farm (Supermarket)	Allows a city to use the extra food in farmland squares	180	3	
	Cobbled Roads (Superhighways)	All squares with roads or railroads produce 50% extra trade. More revenue from trade routes	280	5	
	Coastal Fortress (Coastal Fortress)	Doubles defense in city against attacks by ships	80	1	-- Optional: not in scenario --
	Cannon Foundry (Solar Plant)	Increases factory output by 50%. Eliminates pollution caused by factory production. Slows down global warming	320	5	Only at set up* <b>SPECIAL BUILDING</b> See Appendix C
	Fishing Port (Harbor)	Ocean squares produce 1 extra food	60	1	
	Dockard (Offshore Platform)	Ocean squares produce 1 extra shield	160	6	Only at set up* <b>SPECIAL BUILDING</b> See Appendix C
	Constabulary (Police Station)	Reduces the number of unhappy citizens created by units away from the city by 1 per unit	60	2	Only at set up* <b>SPECIAL BUILDING</b> See Appendix C

	Naval Base (Port Facility)	City produces veteran naval units. Damaged naval units are repaired in one turn	80	3	Only at set up*
	(Money Market) (Capitalization)	Not a city improvement but shield production is converted directly into cash	600	0	

**Note:** Certain city improvements are flagged as buildable 'Only at set up\*'. These improvements are only given to specific cities during the design phase of the scenario and may not be constructed during the game. If lost when a city is conquered they may not be rebuilt.

## Wonders

Icon	Name	Description	Cost	Buildable
	Russian Patriotism (Hanging Gardens)	Makes 3 content citizens happy in city where it's built, and one content citizen happy in all other friendly cities.	200	Already built in Russian Empire
	Colonial Trade (Colossus)	City where Colossus is built generates an extra unit of trade in every square that is already producing trade.	200	Already built in Cadiz
	British Navy (Lighthouse)	Triremes lose chance of being lost at sea. All other ships have their movements increased by one. All new ships receive veteran status.	300	Already built in London
	Sultan Ahmed Mosque (Oracle)	Doubles effectiveness of temples.	300	Already built in Istanbul
	L'Élan Napoléonien (Sun Tzu's War Academy)	All new ground units are veterans any existing ground unit that wins a combat is automatically granted veteran status.	300	Already built in Paris
	Watt's Steam Engines (King Richard's Crusade)	Every square in the radius of the city where it is built by produces one extra shield.	300	Already built in London
	Corps Diplomatique (Marco Polo's Embassy)	You automatically establish an embassy with every rival civilization.	200	Already built in Paris
	The Vatican (Michelangelo)	Counts as a cathedral in each of your cities.	400	Already built in Roma
	The Royal Academy (Copernicus)	Increases science output of city where it is built by 50 %.	300	Already built in London
	British Admiralty (Magellan's)	Increases the movement of all ships by 2.	400	Already built in London



St-Paul's  
Cathedral  
(Shakespeare)

All unhappy citizens in the city are made content

300

Already built in  
London



Hofburg Palast  
(Bach)

Decreases the number of unhappy citizens tin  
every friendly city in the continent by two per  
city.

600

Already built in  
Wien



Les Grandes  
Écoles  
(Newton)

Doubles science output of city where it's built.

400

Already built in  
Paris



British Trade  
(Smith's Trading  
Co.)

Pays the maintenance for all city improvements  
with a cost of one coin per turn others are not  
affected.

400

Already built in  
London



Westminster  
Palace  
(Women's  
Suffrage)

Acts as Police Station in all cities allowing one  
extra unit away from home without unhappiness.

600

Already built in  
London



Orthodox Church  
(Cure for Cancer)

One content person becomes happy in every city.

400

Already built in  
Moskva

## C. Appendix: Special Buildings

SPECIAL BUILDING UNIT PREREQUISITES		
UNIT	Prerequisite 1	Prerequisite 2
<b>Ground</b>		
<i>Gendarmes</i>	Constabulary	-
<i>Infanterie Légère</i>	Recruitment Center	-
<i>Régiment de Ligne</i>	Recruitment Center	-
<i>Sapeurs</i> <sup>1</sup>	Recruitment Center	Siege Workshop <sup>7</sup>
<i>Train Militaire</i> <sup>2</sup>	Recruitment Center	Stables
<i>Cuirassiers</i>	-	Stables
<i>Lanciers</i>	-	Stables
<b>Artillery</b>		
<i>Art. à Cheval</i>	Cannon Foundry	Stables
<i>Art. à pied 8lb</i>	Cannon Foundry	-
<i>Art. à pied 12lb</i> <sup>3</sup>	Cannon Foundry	-
<i>Mortier de 12po.</i> <sup>4</sup>	Cannon Foundry	Siege Workshop <sup>7</sup>
<b>Naval</b>		
<i>Trois-ponts</i>	Dockyard	-
<i>Deux-ponts</i>	Dockyard	-
<i>Frégate</i>	Dockyard	-
<i>Bombarde</i> <sup>5</sup>	Dockyard	Siege Workshop <sup>7</sup>
<i>Transport</i> <sup>6</sup>	Dockyard	-

1. Requires the *Siege Engines* advance
2. Requires the *Supply Logistics* advance
3. Requires the *Heavy Artillery* advance
4. Requires the *Siege Engines* advance
5. Requires the *Siege Vessels* advance
6. Requires the *Naval Transport* advance
7. Requires the *Siege Warfare* advance

## D. Appendix: Coalition Wars and Game Legends

COALITION WARS CONDITIONS			
War	Prerequisite	Victory requirements	Consequence
War of 3rd Coalition	Scenario starts already at war	Capture Austrian cities of Prag, Venezia, Wien	Peace Treaty of Pressburg
War of 4 <sup>th</sup> Coalition	Prussia must declare war on France	Capture Prussian cities of Berlin, Brunswick, Dresden, Königsberg, Lublin, Münster and Warszawa	Peace Treaty of Tilsit
War of 5 <sup>th</sup> Coalition	Austria must declare war on France	Capture Austrian cities of Agram, Prag, Trieste, Wien	Peace Treaty of Schönbrunn
Invasion of Portugal	If France imposes Treaty of Tilsit OR England captures 1 Spanish city	Not applicable	Allows French entry into Iberian Peninsula
Peninsula War	Spain leaves alliance with France	Capture Spanish cities of A Coruña, Barcelona, Bilbao, Cadiz, Cartagena, Gijón, Madrid, Málaga, Sevilla, Valencia, Valladolid and Zaragoza	Subdue Spain
Invasion of England	'Naval Transport' advance	Capture British cities of Birmingham, Bristol, Liverpool and London	Subdue England
Invasion of Russia	'Invasion of Russia' advance	Capture 4 of 6 Russian cities of Ekaterinoslav, Kyiv, Moskva, Riga, Sankt-Peterburg or Smolensk	Subdue Russia
War of 6 <sup>th</sup> Coalition	France fails to subdue Russia	Not applicable but conquering all of a Coalition's cities is equivalent to subduing it	Austria and Prussia declare war on France
Invasion of Sultanate	'War with Sultanate' advance	Capture Ottoman cities of Ankara and Istanbul	Subdue Ottoman

**Peace Treaty:** If France is able to impose a treaty on a power, a state of peace will be enforced between them and all the defeated power's units will be disbanded and its ability to produce more removed.

**Subdue:** If France is able to subdue a Coalition power, it will remain at peace with France for the remainder of the war.

GAME AND UNIT LEGENDS		
Symbol	Description	
***	Is a major objective city	
Port	Is a Continental Trade Port	
c or !c	Is a core city, which means it can be returned to its original owner after a peace treaty has been imposed	
x	Is a key city required to subdue a nation Exception: for Prussia X is the cities required to impose Treaty of Tilsit in War of 4 <sup>th</sup> Coalition.	
[cav]	French leader may purchase cavalry units when located in city	
[inf]	French leader may purchase infantry units when located in city	
Icon	French Leaders	Coalition Leaders
👑👑👑	Provides 50% Attack bonus	9a, 6d, 5HP, 4FP
👑👑	Provides 30% Attack bonus	9a, 5d, 4HP, 3FP
👑	Provides 20% Attack bonus	8a, 4d, 4HP, 3FP
🏰	Minor power unit must <i>always</i> remained homed to its designated city	
💣	Provides Leader Attack bonus for bombard shells	